

## ARMADILLO

ARMADILLO, The scourge of the East, is published by the House of Coop, 3073 S Buchanan St, B-2, Arlington, VA, 22206. It currently carries game #1971DK, with a new regular game starting soon. Subscriptions are available at 6 issues/\$1. Trade agreements are also available with other publishers. Comments are welcome.

The First Faithful Friends Diplomacy Game...

#1971DK

A HORNY ENGLAND SEIZES FRANCE'S BREST; ITALY AWAKENS AND FINDS HERSELF IN SPAIN; TURKEY BREAKS THE STALEMATE; GERMANY AND RUSSIA TRADE CENTERS; AUSTRIA CRIES...

Spring, 1904:

AUSTRIA:	A Rumania S	RUS A Ukr-Sev;	A Bulgaria S	A Rum/D/;	A Serbia
(Cooper)	S A Bul;	F Greece-Ionian;	F Trieste-Adriatic;	A Tyrolia S	
	RUS A Mun;	A Vienna-Budapest			
ENGLAND:	A London-Wales;	F EngCH-Brest;	F Holland-Belguim		
(Miller)					
FRANCE:	A Marseilles-Cascony;	A Paris S	A Mar-Gas;	A Burgundy S	
(DeNorris)	ENG F EngCh-Bel;	F Tunis S	ITA F Tyrr-Ionian;	F Spain(sc)-	
	WestMed				
GERMANY:	F edinburg-NorthSea;	F Norway-StPetersburg/D/;	F Denmark S		
(Hirsch)	F Edi-NSE;	A Ruhr-Belguim;	A Bohemia-Munich;	A Kiel, A Berlin	
	S A Boh-Mun;	A Brest-Picardy			
ITALY:	F GulfLyon-Spain(sc);	A Venice-Piedmont;	F Tyrr-GulfLyon		
(Chitlik)					
RUSSIA:	A StPetersburg-Norway;	F Skaggerak S	A StP-Nwy;	A Ukraina-	
(Norris)	Moscow;	A Munich Hold/D/--	Silesia		
TURKEY:	A Sevestapol-Rumainia;	F Constantinople-Bulgaria(sc);			
(Fang)	F Black, F Aegean S	F Con-Bul			

RETREATS: AUSTRIA: A Bulgaria - Greece  
GERMANY: F Norway - Sweden

RUSSIA: A Munich - Silesia  
-All confirmed-

COMMENTS FROM THE HOUSE OF COOP:

Surely the biggest surprise must be the defeats of both Austria and France. Turkey has broken the stalemate and now has taken the advantage over Austria. However, without armies, it remains to be seen just how far Turkey can push into Austria. Most likely, Turkey will gain one from Bulgaria; even this is not assured though. It appears that Italy has risen from the dead, perhaps through some miracle of the Pope. We guesss that Austria has directed her ally to shape up or kiss it all good-bye. Well, Italy woke up in Spain, and is assured of at least one build. She can either move to Portugal, or attempt to hold Spain, and if dislodged, retreat to there for the build. This sudden turn of events hurts France. From the orders, it looks as though Italy stabbed her new-found ally. Then again its possible that she never intended to shift her alliance to France. No matter, as what's done is done. France can push England out of Brest to stay even, but then runs the risk of losing Marseilles. Probably, England will be allowed to hold Brest, and finally add a unit, and France will concentrate on Itby and Germany. The immediate concern for France has to be the defense of Burgundy, a task which will prove most difficult. If Germany breaks thry, France will fall shortly thereafter. Germany now has a most admirable position. It is possible that Germany might offer England Holland and Belguim in exchange for help against France. Possible, but not probable. Germany has new problems in the North with Russia, but should retake Norway and hold Munich to stay even. Look for Germany to take the lowlands from England. Across the board, Russia holds the key to the Austria-Turkey lock. Remaining loyal to Austria should mena that Turkey will be pushed back in another year. A shift to Turkey, however, could seal Austria's doom. This set of moves has indeed caused a few shifts, particularly in the new ratings appearing on the next page. Why not turn the page and take a look?

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AFTER SPRING, 1904, THE HOUSE OF COOP HAS:

- |            |           |
|------------|-----------|
| 1) Germany | 4) Italy  |
| 2) Austria | 5) France |
| 3) Turkey  | 6) Russia |
| 7) England |           |

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And once more the teletypes spew forth all kinds of trash...

HONOLONDON: Local Draft Board #10 has reclassified King Big Wave 1-H, commenting "The King's service to his country through Diplomacy is more than any one could ask!" Said the King, "Yippee"

PARIS (FUNK): "The defensive maneuvering of the Imperial French Army is over! We have successfully ensnared the Heinies in our trap in Brest. (We always knew Kaiser Hirsch was a sucker for a bared Brest.) King Big Wave and General DeNorris have a coordinated plan which is invincible. Germany will lose 3 to 4 supply centers by 1905, and Russia, Italy, and Turkey will have similar success against Austria. We were never in doubt."

VIENNA (RAP): The government today released the news that Field Marshall Messinger has returned from his trip to England. He was there to further peace plans between the two nations, as well as to aid the English with military advice. He was presented with a new motorcar as a token of the King's appreciation, the key of which he gave to the Countess Kathleen in exchange for a little lovin'.

BUDAPEST (RAP): The Arch-Duke today went on national radio to rally his people behind the army after the tragic defeat in Bulgaria. Arch-Duke Irving stated that although this is a setback, it is only a temporary one. He pledged that not only would Bulgaria be back in the hands of the Army by winter, but that Sevastapol would also be taken from the Turks. He vowed the ruin of The Sheik, and swore to make hash out of the fields of Turkey.

BERLIN: KAISER Hirsch announced the signing of a mutual defense pact between Germany and England. This announcement rocked the diplomatic world and has caused a flurry of activity in the capitals of France, Russia, and Austria. The Kaiser announced that England would continue to occupy Holland, and would now turn her navies toward France. The King was enroute to London and could not be reached for comment.

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THE DEADLINE FOR FALL, 1904 MOVES IS THURSDAY, 11 MAY, 1972. TENTATIVE BUILDS AND REMOVALS ARE ALSO REQUESTED WITH THESE MOVES. THESE MAY BE CHANGED BEFORE THE DEADLINE FOR WINTER, 1904 WHICH WILL APPEAR IN ARMO 10.0. MOVES ARRIVING AFTER 13 MAY (SATURDAY) WILL NOT BE USED. YOUR COOPERATION IS APPRECIATED.

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ARMADILLO has openings in regular Diplomacy at \$4, with \$1 discount to members of the as yet unnamed NewOrg. C'mon people, let's get in on the action.

JOIN THE NEW DIPLOMACY ORGANIZATION! It's rated X. Dues are only \$1 at this time. Info and other goodies from Larry Peery, Rod Walker, or Walt Buchanan. See below.

Readers are welcome to submit original material to be printed, as well as letters, comments, and so forth. This need not be related to Diplomacy. Remember, this is your 'zine. Help it grow -- plant it today.

IN RESPONSE TO THE RISING NUMBER OF ARTICLES, AND WELL-WRITTEN, INFORMATIVE ONES AT THAT, ON OPENING MOVES IN DIPLOMACY, THE HOUSE OF COOP HAS COMMISSIONED A NOTED EXPERT ON LOSING TO AUTHOR A SERIES OF IMPLAUSIBLE OPENINGS. THIS IS THE FIRST IN THAT SERIES, ON ITALY.

--- IMPLAUSIBLE OPENINGS: ITALY ---

by The Coop

There comes a time in the life of every Diplomacy player when he sits back and evaluates his play in past games. Sometimes, as in my case, he finds it very lacking - lacking in daring, cunning, and tactical prowess. Herethen, for the first time, is a set of opening moves to be used by such a player to utterly surprise and overwhelm a better opponent.

The first few times I played Austria, I was soundly smashed - a happening I could not understand since I used Edi Birsan's "Ionian Gauntlet" strategy. Fianlly, both confused and discouraged, I realized my mistake. I had been playing Italy as Austria, an honest error, because on my board Italy is located right above the word AUSTRIA. Somebody should tell Games Research about that.

Once properly oriented, I proceeded to get trounced and pummelled as Italy. About this time I began to ask myself if it was maybe something in my strategy of tactical play. Not possible. Hadn't I been using Edi Birsan's "Lepanto Opening"? Well, I finally saw the light: this Edi Birsan just isn't a very good player, or else he wouldn't be writing such nonsense. Therefore, I wrote the following set of opening moves for Italy - ones that will work. Maybe.

Italy's first priority is to assure peace with Austria, because otherwise the rest of this article is wasted. Next you write a bunch of letters to France, in which you discuss the weather, the stock market, your family, maybe religion, but staying away from politics, except to tell France that you hate Austria and are going after her with Turkey's help. Lies, of course, but this is Diplomacy. Once peace has been established with these two, Italy's Spring, 1901 moves consist of sending F Naples to the Tyrrhenian(Tyrr); A Rome to Tuscany; and holding A Venice. Thsi set of moves makes you out to be a bumbling idiot, which is exactly the impression you want to create. Since France now thinks you are a fool, he lets his guard down slightly. After a set of opening moves like that, so does Austria, which leads us to Fall, 1901. You move A Venice to Trieste, a move which you've possibly cleared with Austria (if not, do it anyway); and A Rome to Tunis via the F Tyrr convoy. This gives you two builds: A Venice and F Naples.

France, if you're lucky, gets only one build; more likely, she'll get two. No matter, unless she builds a F in Marseilles, in which case you better go ahead and kill Austria. By now, however, France is convinced you're after Austria, and the stage is set for 1902. This is when you further indicate hostility agianst Austria in order to completely win over France and give him time to get out of Spain and Marseilles. Spring has you moving F Naples to the Ionian wiht F Tyrr supporting; holding A Tunis; and supporting A Trieste with A Venice. Fall has you doing something with A Venice and A Trieste so that A Venice holds its position (if by chance you should get another build with A Tireste - great); and F Ionian convoying A Tunis to Greece while F Tyrr supports F Ionian, which most likely won't work (if it does - great again. just make sure that after your builds you have an army in either Rome of Naples. if the convoy failed, yuu'll have the army in Tunis, and probably no build.)).

Now comes 1903 and you casst off your cloak of stupidity and emerge as a brilliant tactician. You order F Tyrr to the Gulf of Lyon; F Ionian to the Tyrr; hold A Tunis (or A Rome/Naples, if the convoy worked); and move A Venice to Piedmont. What you do with any other units you might have is up to you. France is caught completely by surprise; in the Fall you have a choice of two unsupported moves into Spain and Marseilles, or a supproted move into Marseilles. Then you smash Austria

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(continued from page 3)

as well as France and go on to win the game.

And I bet you thought that this wasn't a serious article.

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NEXT: GERMANY.

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The following editors are believed to have openings in their 'zines:

IMPASSABLE, John Boyer, 117 Garland Dr, Carlisle, PA, 17013. Game fee \$5. This is one of the best new 'zines I've seen.

LIAISONS DANGEREUSES, Len Iakofka, 1806 N Richmond St, Chicago, ILL, 60647.

LA GUERRE, Buddy Tretick, 11710 Coldstream Dr, Potomac, MD, 20854. Game fee \$5.

TTT PUBLICATIONS, Larry Peery, 816 24th St, San Diego, CALIF, 92102. Larry's bound to have something open somewhere in his empire. Most likely a bottle.

EN PASSANT, Greg Warden, 4500 Walnut St, #106, Philadelphia, PA, 19139. Game fee \$4. and again,

HOOSIER ARCHIVES, Walt Buchanan, R.R.3, Lebanon, IND, 46052. The best general 'zine anywhere. Subs are 7 issues/\$1 or 15/\$2. Get it.

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AND NOW, ONCE AGAIN IT'S TIME FOR WHAT YOU'VE ALL BEEN WAITING FOR...

EXCITING  
THE / ADVENTURES OF COOP, AND HIS DOG, whimpy

But wait! What's this? A news flash from...

WILLIAMSBURG, VA: Noted celebrity Johnny Norris is checking into possible legal actions against the small-time Diplomacy rag, ARMADILLO. Mr. Norris is particularly upset at the "cruel and Viscious!" lies being perpetrated in the feature 'The Rehobeth Beach Caper'. Editor Cooper is warned from further libelling the "lovable kid" in any versions of the 'Old Stein' incident. Such a mistake would only serve to embarrass Drew Carroll, Norris' admirer and ugliest friend, whose conduct that night can best be described as "laughably inadequate".

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ARLINGTON, VA: FLASH!! Editor-in-Chief T.H.E. Coop, in response to allegations by noted Alexandria celebrity Johnny Norris, today stated that all persons appearing in the feature 'COOP AND HIS DOG, whimpy' are purely fictional. Any relation to any person, living or dead, is absolutely a fantastic coincidence. Coop did say that no person was used as a model for whimpy. Coop also stated that there has overwhelmingly favorable response to the feature, and that it will be continued. Any attempt to have it stopped will be taken to the courts, where noted lawyer Mikey Hirschybar will defend The House of Coop. This is America, Coop said, and we do have freedom of the press. Coop went on to describe a recent episode with Norris in which Norris accused Coop of withholding information from him, only to have Norris write him later saying that he had indeed found the missing papers, that Coop had sent them to him, and that his stupidity had been the cause of the false allegation. This newest accusation is most likely an attempt to save face. Coop was quoted as saying, "If I had Norris' face, I'd be damned if I'd want to save it."

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So now, here is Chapter 3 of THE ADVENTURES OF COOP AND HIS DOG, whimpy

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EXCITING  
THE / ADVENTURES OF COOP, AND HIS DOG, whimpy

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--The Rehobeth Beach Caper--

Chapter 3: Captured!

(SYNOPSIS: Coop, whimpy, and their sidekick, Drew Carroll ahve been asked by the prez to find an unknown group which is attempting to undermine the nation's economy. Thus far, they have only a note and a book of matches to go on, but due to the fact that Coop's car was blown up, they suspect that the unknown group is watching them. We join them as the enter "The Old Stein", a joint in Washington, whose name was on the matches. They are accompnied by Queen Suzanne, Coop's girl, and Davey Mustyodor, a friend of Drew's.)

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"OK, guys, this is the place. Drew, why don't you, whimpy, and Davey go in and get a separte table. I'll go with Susie and it'll look like we're not together."

"Right, Coop. Let's go into the back room."

"Did you lokck the doors to the car?"

"Susie, we don't have a car, remember? Now c'mon and sit down."

"I don't like this place, Coop. It scares me."

"Goddamit Susie, will ya keep q̄uiet so I can look around."

Meawhile over at the trio's table...

(Hey, I'm thirsty. Let's have a beer. Drew, you pay for me, OK? Hey, lookit those girls over there.)

"He's right, Drew, they are pretty nice. Let's interrogate them."

"I don't know, Davey. Let's wait for a while and see if anything strange occurs."

"You boys want somethin' to drink?"

(Yes, we'd like a pitch...)

"Hey no dogs get served in this place. How'd you get in here?"

(Through the door. How about you?)

"It;s OK, lady. He's harmless. And besides he works for the government."

"He does? You mean that's where my taxes go, to some mangy mutt?"

"Just bring us a pitcher of beer, will ya? Don't let it bother you, whimpy."

(Doesn't bother me. I'd have bitten her, but with my luck I'd have caught something.)  
And over at Coop's table...

"I see you looking at those girls!"

"Fer chrissakes, Susie. I'm just looking for suspicious characters. That's what we're here for, remember?"

"Well, how come all the suspicious characters you keep looking at are female?"

"Because females are most likely to do something wrong. And I want to be in on it when they do." ED. NOTE: That was said with a smile.

"You're just really trying to get rid of me, aren't you?"

"No, Susie, honest. It's just that I'm working. Now will you please shut up."  
About this time, two girls approach our heroes.

"May we join you?"

(That's exactly what we'd like to do.)

"My name's Mike, that's short for Michelle, and this is Barb, which is short for Barbell."

(Wonder if she's interested in doing some bench pressing or some squat thrusting.)

"Well, ladies, plese sit down. I'm Drew Carroll, ..."

"...Notre Dame, Class of '74. We know. We read ARMADILLO."

"And this is Davey Mustyodor, my good friend, and of course, this is whimpy."

"Wow, what a dog!"

"Let's get some beer and sing a few songs."

So, after singing a few songs, and drinking a few beers, the girls make a suggestion.  
"Hey, why don't we go back to your place and sorta relax, maybe ttoke a few, sip a few beers, put on some records..."

The action now splits, as the trio and their two new friends head for headquarters, while Coop, and his girl, Queen Suzanne, head for her place. We pick up the trio enroute...

"Hey, get your paws offa me, you wolf!"

(No, you got it all wrong. I'm a dog, not a wolf.)

"It's OK, ladies, he's harmless. And besides, he works for the goverment."

"He does? What do you do, whimpy?"

(Catch crooks, sometimes, but mainly I carry this story. Like if it weren't for me this issue woudn't have pages 5 and 6.)

"Well, we're almost here. Hope you girls are up for a good time!"

(I know I'm up for a good time.)

And now we switch back to Coop, and his gril, Susie...

"Gee, Coop, I'd rather go back to your place. I wouldn't want to miss anything."

"Susie, I wish to hell you'd make up your mind!"

"OK, I have. Let's go back to your place. But first I want ot stop at Gifford's for a sundae."

"Hey, I thought you started your diet today."

"I've decided to wait until tomorrow. Now hurry up before they close."

And so the trio arrives at headquarters while Coop goes in search of sundaes. Time just flies by, and before you know it, Davey Mustyodor splits because he says he has a plane to catch in a few hours, but we know its really because he can't make it with Mike, because that irresistible stud, Drew, has her charmed. So that leaves whimpy, Drew, and the two girls alone...Whoops! What's this? Here comes Coop, and Susia.

"Hey, Davey couldnt make it, huh?"

(That's for sure.)

"Well, that works out just fine. Drew, why don't you and Mike stay on the couch, Susie and I will take the floor, and we'll let whimp have the room this time. Not that he's going to know what to do with it."

(Kiss my tail. I'll have you guys know I'm a veteran of countless encounters.)

"Didya win any of 'em?"

Since this zine is one of impeccable taste, we'll leave our heroes alone for now. No need to go further into their interragation techniques...

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Some time later...

"No, don't take off the sweater, Drew. Please don't."

"Be quiet. I mean my sweater, not yours."

(Well, you ready to go?)

Naturally everyone is startled and surprised to hear whimpy's voice out of the dark.

(I said, are ya ready to go?)

"Well, no, as a matter of fact. How come you wanna go now?"

(Tell ya on the way back. C'mon you two. We're takin ya home.)

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"Hey, Coop, wait'll ya hear this. The whimp couldn't get to first base with that chick. When he made his move, she tied him in a pretzel. It took him two hours to get himself free. Then he was so mad, he buckled his hand into his collar."

"Well, Drew, I still don't think he's much of a dog if he couldn't at least let us enjoy the evening. I mean that's a pretty low thing to end the fun for all of us just because of his ineptitude."

"I bet all your fans don't think as much of you now, huh, whimpy?"

(Look. That could have happened to anyone.)

"Yeah, but it happened to you. And we don't appreciate what you did. Some friend."

(Well, I'm going for a walk.)

"Want somebody to hold the leash?"

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"Hey, Drew, I'm a little worried. Whimp shoulda been back by now. Go take a look." Pause. "Wow, Coop, they got him. Look here. I found his leash on the steps."

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WILL WHIMPY BE SAVED? CAN THEY FIND HIM IN TIME? DON'T MISS CHAPTER 4...